

a guidance unit operative to present the game operation timing defined by the timing data to each of the first player and the second player;

a game operation evaluation unit for verifying the game operation timing acquired by the acquisition unit with the game operation timing defined by the timing data to evaluate game operation by each of the first player and the second player; and

an operation timing changing unit operative to present a game operation timing different from the game operation timing defined by the timing data to at least one of the first player and the second player, based on a result of evaluation made by the game operation evaluation unit.

7. (New) A game machine according to claim 1, wherein

the guidance unit shows each of the first player and the second player a first operation timing instruction image and a plurality of second operation timing instruction images gradually approaching the first operation timing instruction image displayed on a display screen, to thereby show a state in which game operation timing is arriving, and

the operation timing change unit increases or decreases a number of second operation timing instruction images approaching the first operation timing instruction image with respect to the first player or the second player, to thereby increase or decrease a number of game operation timing to be presented to the first player and the second player.